

GAMEBOY ADVANCE™

AGB-BXHP-UKV

SHREK 2™

INSTRUCTION BOOKLET

ACTIVISION®

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Game Boy Advance Game Pak conforms to:

- TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3
- EMC Directive (89/336/EEC)



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Getting Started

- Make sure the POWER switch is OFF.
- Insert the *Shrek 2*™ Game Pak into the Game Boy Advance™ slot as described in your Nintendo Game Boy Advance instruction manual.
- Turn the POWER switch ON.
- To skip the introductory sequence, press **START**.

Note: The Shrek 2™ Game Pak is for the Game Boy Advance system only.



Game Boy Advance Controls

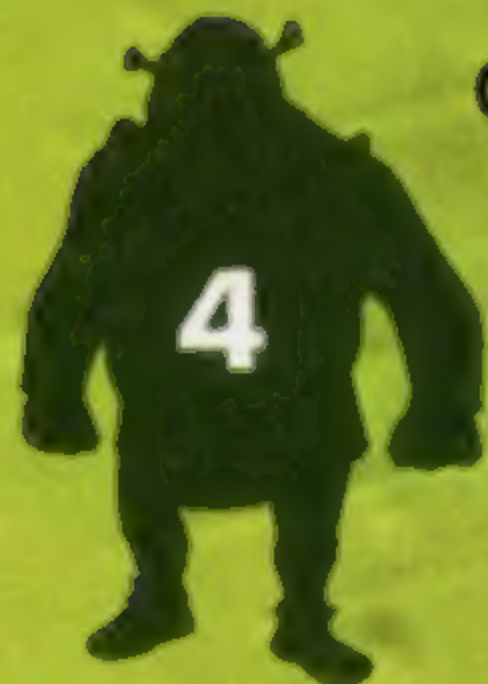


The Story

In the beautiful land of Far Far Away, the King and Queen have received word that their long-lost daughter Princess Fiona™ has finally found her happily ever after. King Harold and Queen Lillian decide to throw a grand royal ball for Princess Fiona and her new prince charming. Little do they realise, of course, that Princess Fiona's new husband is none other than the ugly ogre Shrek®.

Once they receive word, Shrek thinks going home is a "really bad idea" and isn't too happy about facing the parents—and castle guards—who locked his wife in a dragon's tower. But Princess Fiona (along with Donkey) convince Shrek it will be a good time, and together they depart for the far-out land of Far Far Away.

And so, our twisted fairy tale adventure begins.



Controls

Menu Controls

- Highlight Menu Selection **↑, ↓, ←, →** on +Control Pad
- Confirm Selection **A** Button
- Return to Previous Menu **B** Button
- Pause/Return to Game **START**

Game Controls



Shrek®

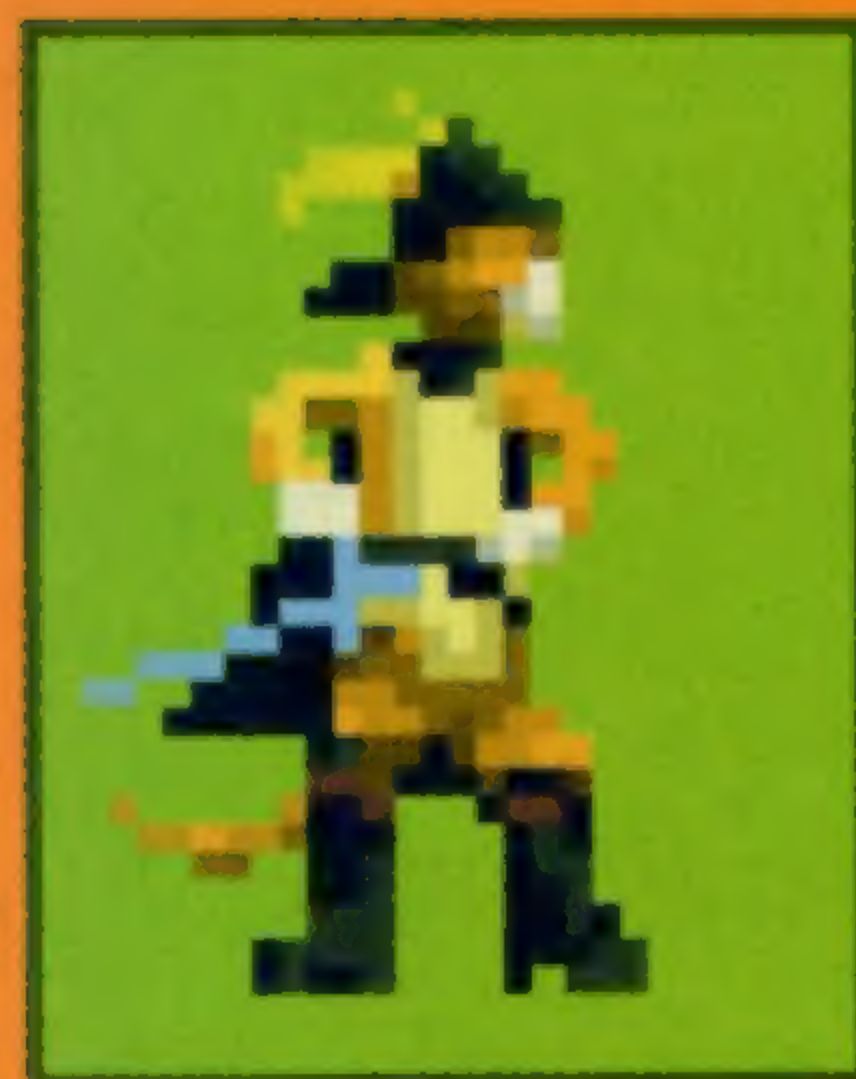
- Jump **A** Button
- Punch **B** Button
- Body Slam Press **A** Button to jump; in mid-air, press **B** Button
- Pick Up/Drop Press **B** Button when standing directly behind an object
- Jump Down Hold **↓** + **A** Button when on a thin ledge





Donkey

- Jump **A** Button
- Kick **B** Button
- Kick object Press **B** Button when standing next to object
- Spinning Kick Press **A** Button to jump; in mid-air,
press **B** Button
- Jump Down Hold **↓** + **A** Button when on a thin ledge



Puss in Boots™

- Jump **A** Button
- Slash **B** Button (also works in mid-air)
- Slide down rope . . Hold the direction of decline
- Climb rope Hold the direction of incline and
press the **A** Button repeatedly

- Grab wall **A** Button + direction of wall
- Climb wall Hold the direction of the wall and
press the **A** Button repeatedly
- Jump Down Hold **↓** + **A** Button when on a thin ledge



Gingerbread Man

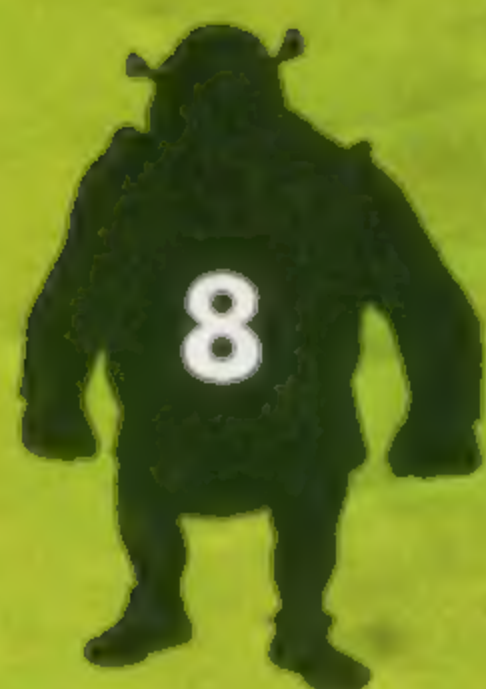
- Jump **A** Button
- Throw cane **B** Button (also works in mid-air)
- Throw cane Hold **↑** + **B** Button
upwards
- Jump Down Hold **↓** + **A** Button when on a thin ledge

Start Menu

Start Game

Choose **Start Game** to begin a new adventure or continue an existing one. The *Shrek 2*[™] Game Pak can store up to 3 separate adventures.

To begin a new adventure, choose any slot that says New Game. Select 3 letters to identify your adventure. To do this, use the Control Pad to highlight a letter and press the **A** Button to select it. Use the **B** Button to backspace. When you're finished, highlight **OK** at the bottom right corner and press the **A** Button.



To load a previously saved game, select it from the list and press the **A** Button.

Note: Saved games show the percentage of coins collected on the right.

To erase a saved game, select **Erase** then highlight the game that you'd like to erase. With the desired game selected, press the **A** Button. You'll be asked to confirm that you want to erase this game. To confirm, choose **Erase** and press the **A** Button. To keep the game, highlight **Cancel** and press the **A** Button.

Note: Once a game is erased, it is unrecoverable.

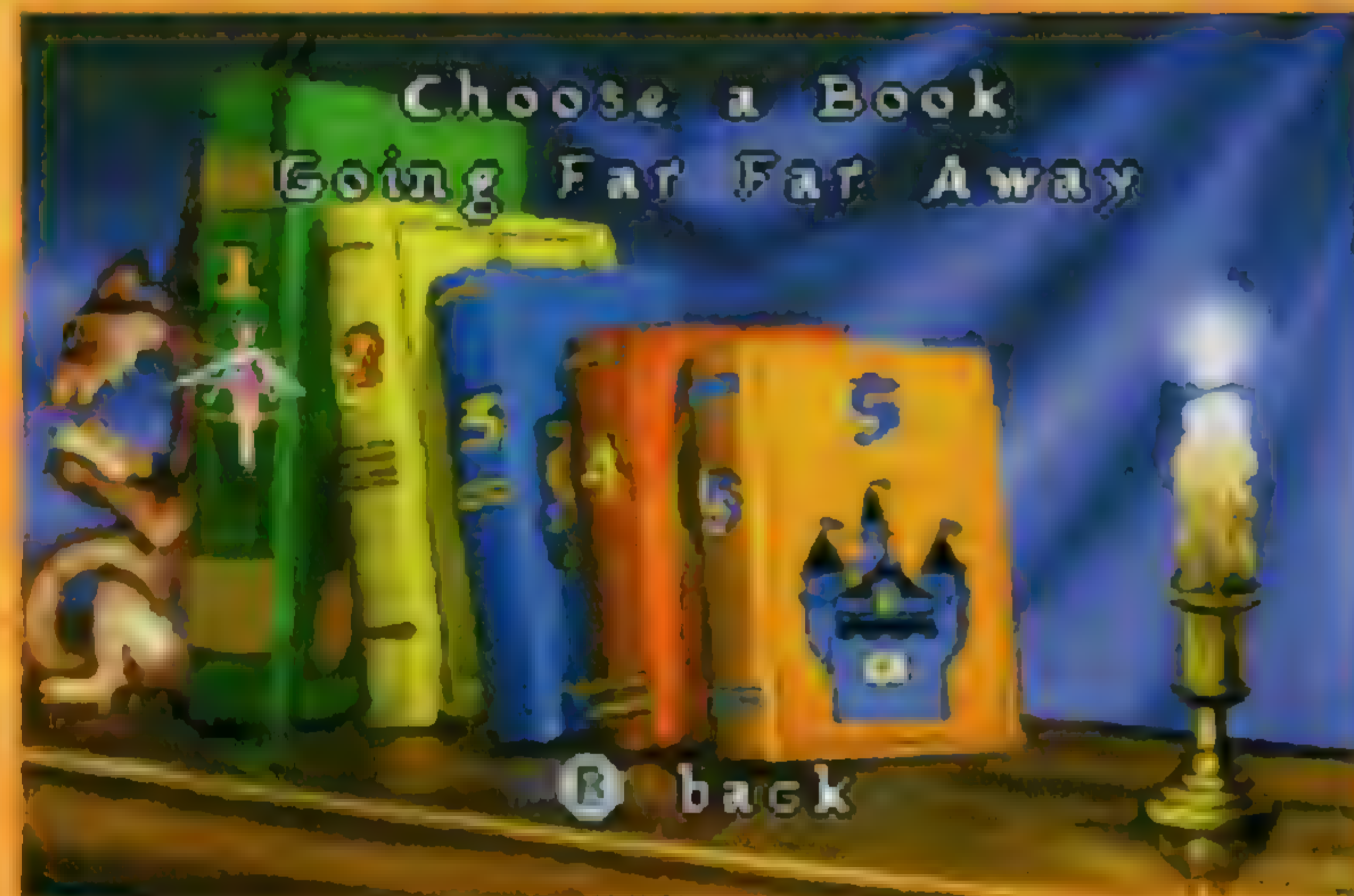
View Credits

Choose this to see the names and titles of all the people involved in the development of *Shrek 2™* for the Game Boy Advance.



Storybooks

Each storybook contains five chapters, and there are five storybooks total. When you first begin, you will only be able to choose the first storybook. When you complete all the chapters in a storybook, the next book will unlock.



Collecting Coins

As you progress through the levels, you'll find coins scattered randomly about. These belong to the Leprechaun. If you can find all the coins in each of the levels he's dropped them in, he might give you something special. To collect a coin, simply walk over it. You can keep track of how many you've retrieved so far using the counter in the top right (described on page 14).

Bonus Levels



The Leprechaun is hiding somewhere in each level. If you find him, he'll warp you to a special arena where you can play a bonus game. The bonus game changes based on the character used to find the Leprechaun:

- **Shrek** – Use the mushroom to keep the three blind mice from falling! They'll bounce off the mushroom when it's under them, and if any of the mice fall to the ground, the bonus game ends. You'll receive one point for every bounce.
- **Donkey** – Don't fall off the moving springboard! The springboard moves from side to side, going faster the longer you stay on top. If you fall off the platform, the bonus game ends. You'll receive one point for every jump.
- **Puss in Boots** – Don't get burned by the candle flame! There are two ropes, one on each side, with a candle in the centre. Use Puss in Boots' sliding technique to jump over the candle's flame, which slowly moves up. If you get burned, the bonus game ends. You'll receive one point for every dodge.



- **Gingerbread Man** – Stop the pumpkins, but don't hit the fairies! There are two rows of moving objects at the top of the screen. Some are pumpkins and some are fairies. Use his candy cane throw to hit the pumpkins. If you hit a fairy, the bonus game ends. You'll receive one point for every pumpkin hit.

The points you get earn you prizes. Get a better score for better prizes.



Playing Shrek 2™

Movie Scenes

At the beginning of each chapter, some scenes from the *Shrek 2*™ film will be shown. To page through the scenes, press the **A** Button. To skip all of them, press **START**.



In-Game Display

Character Portrait

In the top left corner of the screen, there's a portrait of the character you're currently controlling. If you're in a level where you can control more than one character, the larger portrait is the character that you're currently controlling.



Health Bubbles

Health bubbles are just underneath the character portrait. Red health bubbles are full and black ones are empty. The number of bubbles varies depending on the character. When you run out of health bubbles, your character faints and you'll have to start the level over. Find items to replenish your health.

Coins Collected

In the top right corner of the screen, there's a shining gold coin followed by two numbers. The first number represents how many coins you've collected. The second number is the total number of coins in the level. If there's nothing in the top right corner, there are no coins to collect in that level.



Switching Characters

To switch characters, press the **L** or **R** Button. You'll see the character portraits in the top left corner of the screen become smaller or larger. The larger portrait is the character you're currently controlling. You can switch to any character, on or off the screen.

Controlling Multiple Characters

To control multiple characters, press and hold the **L** and **R** Buttons simultaneously. Notice that all the character portraits in the top left corner of the screen become large. Release the buttons to control only one character again.

Note: When you press the L and R Buttons simultaneously, only the characters on screen will be controlled.



Talking to Others

Sometimes you'll come across a character who wants to talk to you. When this happens, a picture of the **B** Button appears above the character. Stand next to the character you want to speak to and press the **B** Button. Once you're speaking to the character, press the **A** Button to move to the next page or press **START** to finish talking immediately.



Pause Menu

Press **START** during gameplay to bring up the Pause menu.

Resume – Select **Resume** and press the **A** Button to go back to your game.

Quit Level – Choose **Quit Level** to go back to the chapter menu.

Sleep – Entering Sleep Mode allows you to conserve battery power without losing your current game progress. To enter Sleep Mode, highlight the **Sleep** option and press the **A** Button. To wake your Game Boy Advance, press **SELECT** and the **L** and **R** Buttons simultaneously.



Items

Health



Small Health – The small health item restores one health bubble of the character that walks over it.



Full Health – The full health item restores all health bubbles of the character that walks over it.



Barrel of Health – The barrel of health restores all health bubbles of all the characters in your party.



Magic Power-Ups

All magic power-ups can be picked up using **SELECT** when standing directly behind them.



Fairy – When you have the Fairy, hold the **A** Button after jumping to fall very slowly. You'll fall at a normal pace if the **A** Button is released.



Rotten Apple – If you're carrying the Rotten Apple, you can activate it at any time by pressing and holding the **B** Button. This causes an explosion and all nearby enemies will be knocked out.



Shield – The shield allows anyone carrying it to be impervious to harm. But the shield weighs so much that you can't jump when you're holding it.



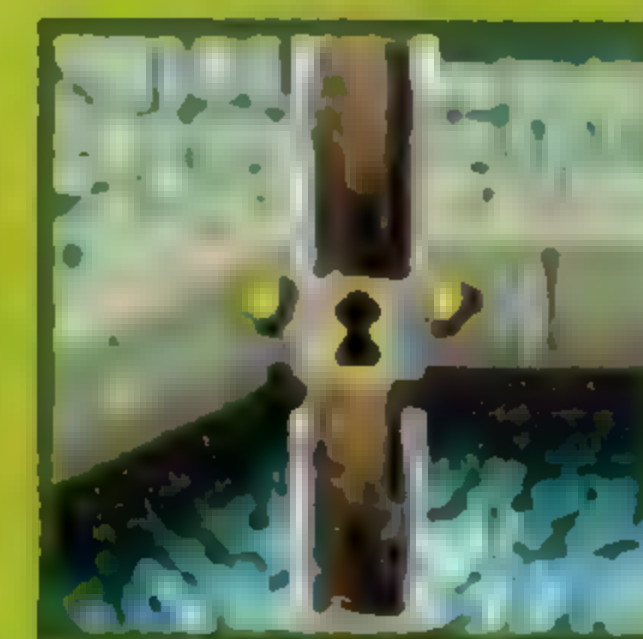
Ghost – The ghost makes you invisible as long as you're holding it. Enemies won't notice you, and more importantly, the ghost allows you to sneak by searchlights in stealth missions.



Four-Leaf Clover – This lucky item allows you to take one hit without losing any health bubbles.

Keys

Keys are sometimes necessary to open doors. If you find a door with a keyhole that you can't open, look nearby for a key. Keys can be picked up by pressing **SELECT**.



Platforms, Switches and Push Blocks



Logs and crates are found throughout the game. They're useful for getting to those hard to reach areas because any character can stand on them. They can also be stacked and other items can be placed on top of them. They can be picked up by Shrek and kicked forward by Donkey. For more information, see the Controls section.

Both mushrooms and springboards can be used to reach very high areas. They can also be moved around and stacked like logs.



Certain types of tree limbs and flagpoles can be used as springboards. They can't be moved but they can be body slammed by Shrek for extra height.





Many platforms require a team effort to activate them. This kind of platform has a white gauge. The number in red is the number of characters that must stand on the platform to make it fall.

Some surfaces are sloped, such as wires and ropes. Only Puss in Boots can use these to his advantage. Puss in Boots can easily climb up and slide down these surfaces. For more information, please see the Controls section.



Some switches are used to close drawbridges. These switches can be triggered by an attack from any character.



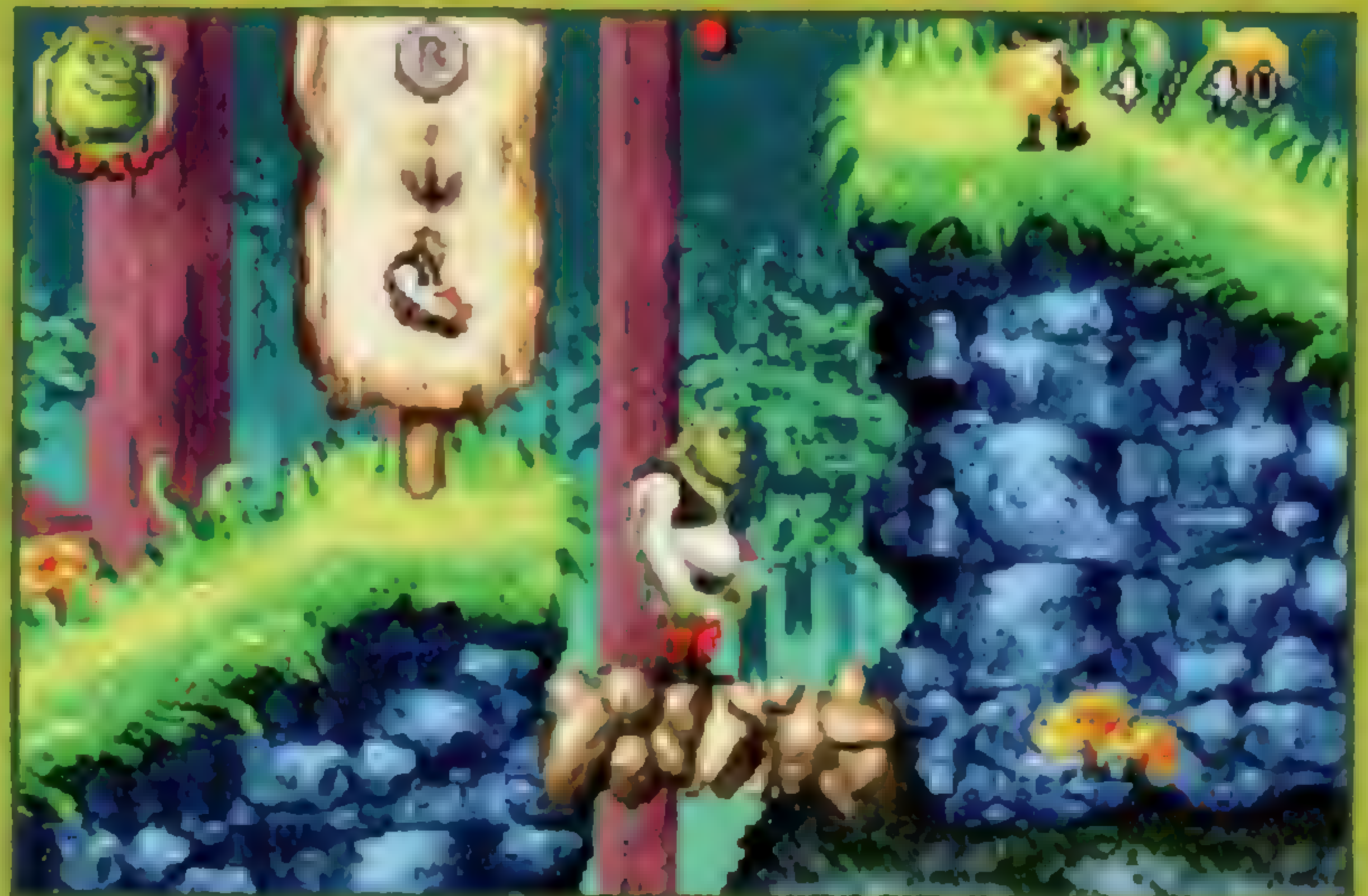
Much like the numbered platforms, these blocks require the effort of several characters. The number on the side determines how many characters must push against the surface at the same time to make the block move.



World Objects

Brick Walls – This type of wall can be destroyed using Donkey's kick attack.

This type of wall can be broken using Shrek's body slam attack.



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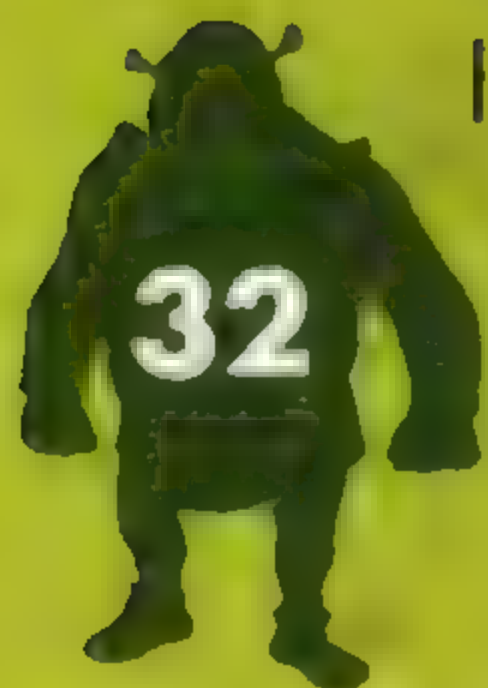


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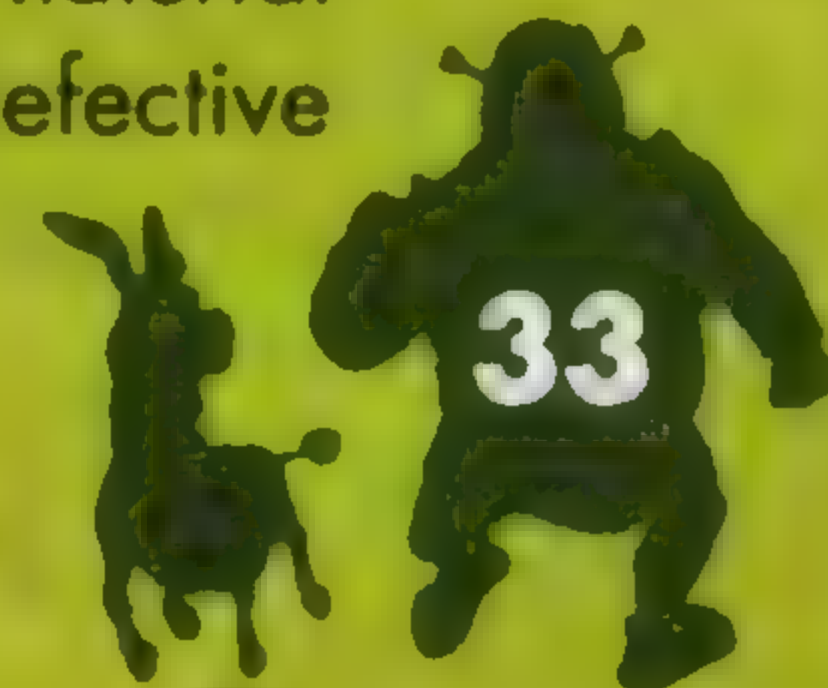


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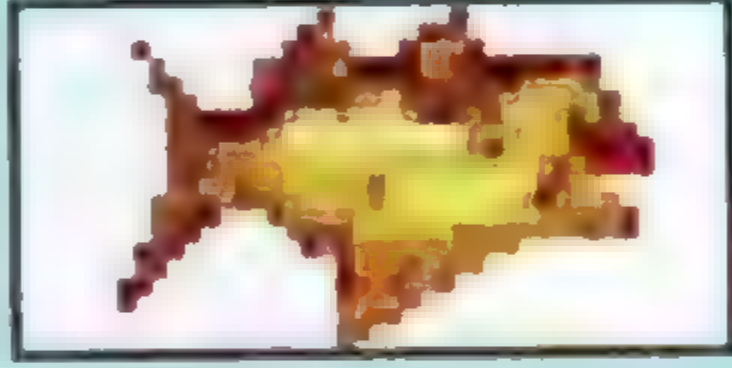
Health Meter

The number of filled fish on your health meter shows how much life you have left.



Small Fish

Collect fish to replenish slots on your health meter.



Golden Fish


Keep your eyes open for golden fish. These fish replenish all your health slots!



Medals

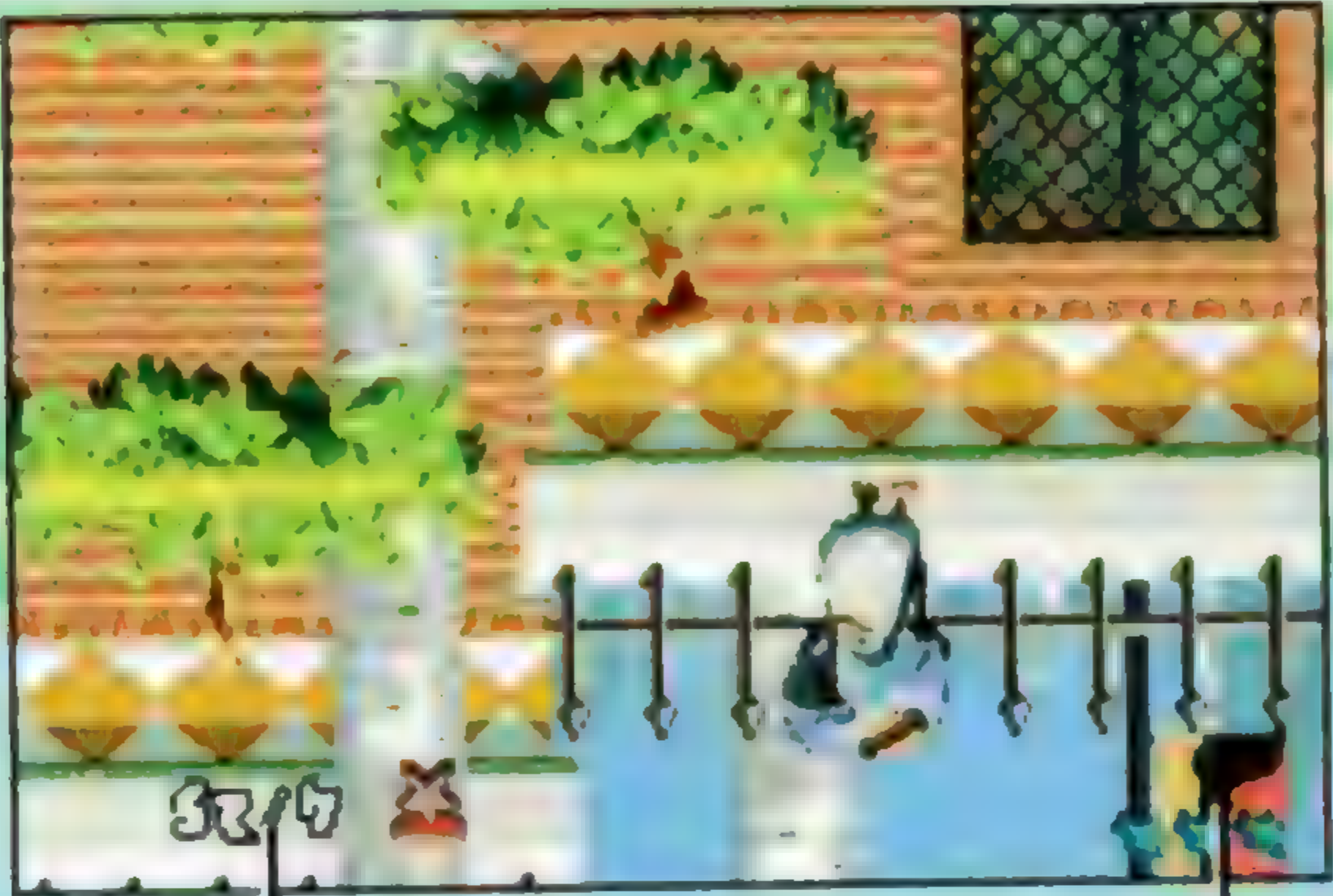
Find medals throughout each level. The number of medals you've earned is displayed in the upper right-hand corner of your screen. Each time you collect 100 medals, you gain an extra health slot! You can earn up to seven health slots.

Tunnels

The Penguins are digging a hole to Antarctica! At least, they're trying to. Each time you complete a mission, you gain access to more and more tunnels. Stand over a tunnel and press the **+Control Pad**  to enter.

Stand over a tunnel to see how many medals you earned in that level.

On-Screen Display



Health Meter
Medal Counter



Health Meter
Medal Counter

Bonus Characters

Alex the Lion

Run—Use the **+Control**

Pad ← and →.

Jump—Press the **A** Button.

Double Jump—Press the

A Button twice.

Roar—Press the **B** Button.



Marty the Zebra

Run—Use the **+Control** Pad

← and →.

Jump—Press the **A** Button.

Kick—Press the **B** Button.

Hide—Press the **+Control** Pad ↓

when near a crate.



Penguins' Lair

You'll start off most missions in the Penguins' lair at the zoo. Climb up the ladder to see all the tunnels you can access. Once you've escaped the zoo, you can also access some tunnels from the control room of the ship.



Fruit Slingshot—When you're next to a fruit basket, you can use the slingshot to fling fruit at obstacles. You'll have to get Gloria's permission before you can use her fruit! Press and hold the **R Button** to activate the fruit slingshot. Use the **+Control Pad** to aim, and press the **B Button** to fire.



Jet Pack—Once you've acquired the wrench, you can use two-litre soda bottles left throughout the zoo as jet packs. Press the **A Button** when you're near a soda bottle to launch yourself high in the air. Use the **+Control Pad** **←** and **→** to aim.



Candy Canes—These left-over candy canes can be used to hook onto some ceilings. Jump to a ceiling by pressing the **A Button**. Once you're hooked on, use the **+Control Pad** **←** and **→** to move. When you're ready to get down, press the **A Button** again to detach.



Gadgets

Throughout the game, you will have the opportunity to acquire new gadgets.

Parachute—Made out of a discarded hamburger wrapper, this handy parachute lets you glide through the air. Press and hold the **A Button** while in the air to open your parachute.




Bass Knuckles—Use this large sea bass to slap enemies or clear away obstacles. Press the **B Button** to use this attack.



Blow Straw—This twisty straw can be used to launch sleeper darts at your enemies. Press and Hold the **R Button** to activate the blow straw. Use the **+Control Pad** to aim, and press the **B Button** to fire.



Look Down—Press the **+Control Pad** .

Talk—Press the **B Button** when near a character.

Special Abilities

As you play through the game, Skipper and Kowalski will teach you how to perform advanced moves and use special abilities:

Tobogan—Press the **L Button** to enter tobogan position.

Tobogan Crawl—Use the **+Control Pad**  and  while tobogganing.

Tobogan Jump—Press the **A Button** while tobogganing.

Dive—Press the **+Control Pad**  while swimming.

Underwater Swim—Use the **+Control Pad** , ,  and  while diving or while underwater.

Smile and Wave—Press and hold the **+Control Pad** .



Basic Controls/Abilities

Private Penguin

Run—Use the **+Control Pad ←** and **→**.

Jump—Press the **A Button**.

Jump Down—Hold the **+Control Pad ↓** and press the **A Button** (only works on some surfaces).

Attack—Press the **B Button**.

Air Attack—Press the **A Button** to jump and the **B Button** while in the air to attack.

Crawl—Press the **L Button** to enter crawl position and use the **+Control Pad ←** and **→**.

Surface Swim—Use the **+Control Pad ←** and **→** while on water.



View Credits

Select **View Credits** to see all the people who made this game!

Pause Menu

Resume—Press the **A Button** when Resume is selected to go back to your game.
Restart Mission—Exit the game and return to the Penguin Pen.

Quit Game—Quit your game and return to the Main Menu.

Sleep—Pause gameplay and go into Sleep mode. Entering Sleep mode allows you to conserve battery power without losing your current progress. To enter Sleep mode, highlight the **Sleep** option and press the **A Button**. To wake your Game Boy Advance™, press **SELECT** + the **L** and **R Buttons** simultaneously.

Sound—Adjust the sound volume of your game.

Select Menu—Press **SELECT** to pause the game and view your current stats. Press **START, SELECT** or the **B Button** to return to your game.

The Madagascar: Operation Penguin Game Pak can store up to two separate adventures.

New Game

To begin a game, select **New Game**. Type in up to eight characters to name your game. Use the **+Control Pad** to highlight letters and the **A Button** to select or the **B Button** to backspace. Select **OK** when you're finished.

Erasing a Saved Game

To erase a saved game, select **Erase** and confirm your selection.

Note: Once data is erased, it is unrecoverable.

Saving a Game

Saving occurs automatically at the end of each level. The saved game includes medals collected, current health, lives and objectives completed. To load a previously saved game, select one from the list and press the **A Button**.

Welcome to Madagascar: Operation Penguin

The Penguins have a scheme to escape the zoo and dig a hole to Antarctica. An escape like this takes a lot of planning, and Skipper needs someone he can rely on to do the job right. Who better than you, Private Penguin, to take on this mission?

You'll need every gadget, ally and underground tunnel you can find to succeed in the big breakout. Get ready to be put to the ultimate test. It's a crazy escape that'll take you all the way from New York to Antarctica and then on to Madagascar!

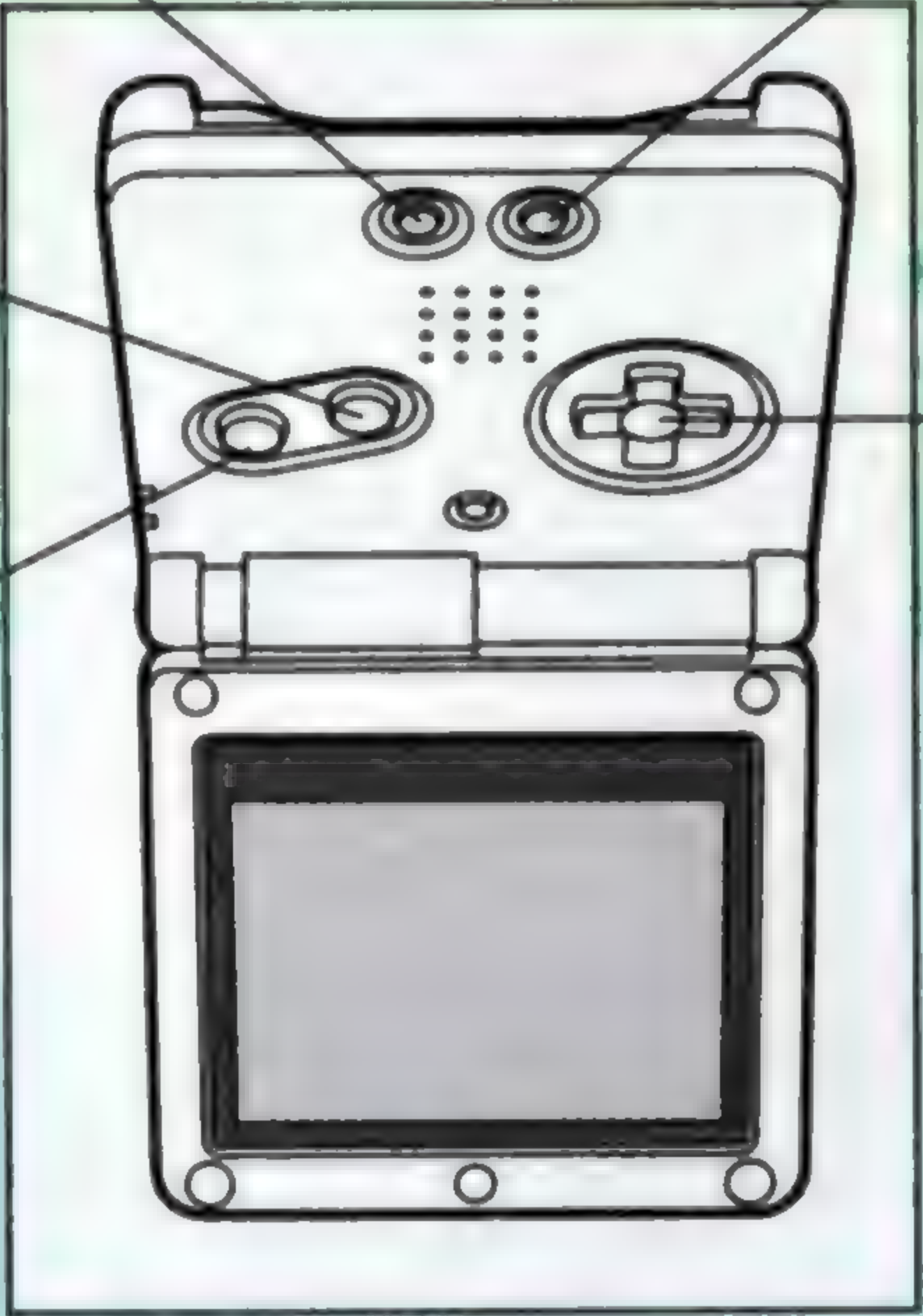
Menu Options



Starting a Game

Select **Start Game** to begin a new adventure or continue an existing one.

Menu Controls



+Control Pad:
Highlight
Menu Selection

A Button: Confirm Selection
B Button: Return to Previous Menu/Cancel

SELECT: Pause/See Current Status
START: Pause/Return to Game



Getting Started

- Make sure the power switch is OFF.
- Insert the *Madagascar: Operation Penguin* Game Pak into the Game Boy Advance™ slot as described in your Nintendo® Game Boy Advance™ instruction manual.
- Turn the power switch **ON**.
- To skip the introductory sequence, press **START**.

NOTE: The Madagascar: Operation Penguin Game Pak is for the Game Boy Advance™ system only.



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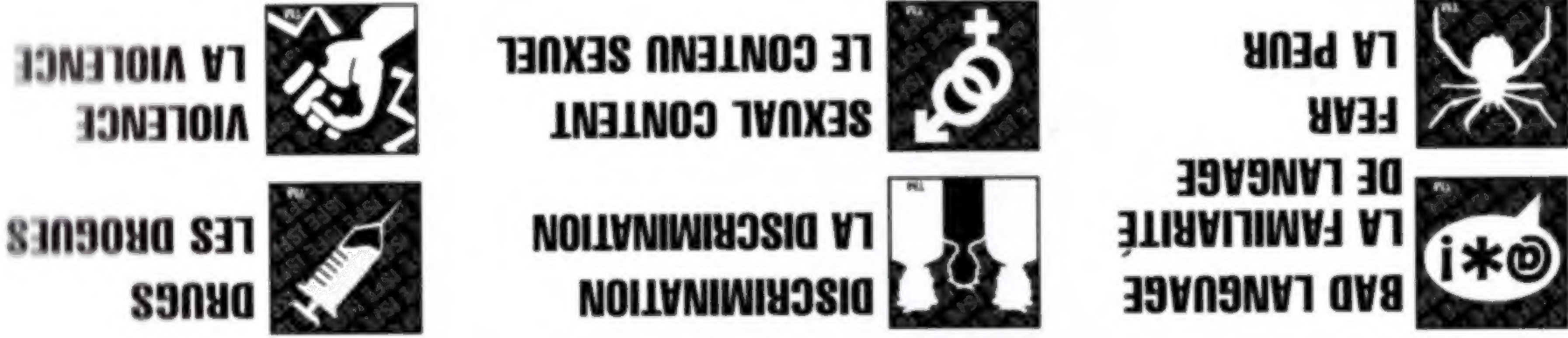
The PEGI age rating system:

Age Rating categories:
Les catégories
de tranche d'âge:



Note: There are some
local variations!
Note: Il peut y avoir
quelques variations en
fonction du pays!

Content Descriptors:
Description du contenu:



For further information about the Pan European Game Information (PEGI) rating
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